COSMERE® ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Singer, Agent	Singer

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
1	13	2

HEALTH MAXIMUM	CURRENT	DEFLECT
11		1

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
1	14	3

FOCUS MAXIMUM	CURRENT
5	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
3	16	3

INVESTITURE MAXIMUM	CURRENT

2	AGILITY (SPD)	○○○○○
1	ATHLETICS (STR)	○○○○○
1	HEAVY WEAPONRY (STR)	○○○○○
3	LIGHT WEAPONRY (SPD)	●○○○○
2	STEALTH (SPD)	○○○○○
2	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

1	CRAFTING (INT)	○○○○○
1	DEDUCTION (INT)	○○○○○
3	DISCIPLINE (WIL)	○○○○○
3	INTIMIDATION (WIL)	○○○○○
1	LORE (INT)	○○○○○
1	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

5	DECEPTION (PRE)	●●○○○
5	INSIGHT (AWA)	●●○○○
3	LEADERSHIP (PRE)	○○○○○
3	PERCEPTION (AWA)	○○○○○
3	PERSUASION (PRE)	○○○○○
3	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
200 lb.	25 ft.	1d8	20 ft.

CONDITIONS & INJURIES

WEAPONS

Knife - Melee
+3 vs. Physical (1d4 + 3 keen damage)
◆ *Discreet: Gain an advantage to conceal*

Sling - Ranged [30/120]
+3 vs. Physical (1d4 + 3 impact damage)
◆ *Discreet: Gain an advantage to conceal*

EXPERTISES

[Cultural] Listener, Alethi: You speak these languages, and you know basic facts and can make tests to recall obscure information about this culture.

[Armor] Leather: You can benefit from this armor's expert traits (included).

TALENTS

CHANGE FORM (▶▶▶)
While outdoors during a highstorm, change into any form you've unlocked. While in a form, you temporarily gain its benefits. You can only be in one form at a time.
Active Form: Workform

OPPORTUNIST
Once per round, when you roll a plot die, you can reroll that result. The original roll has no effect, and you must use the new result.

Other Abilities (calculations already included):
Forms of Resolve

Unlocked Forms
◆ **Warform** (painspren): Your Strength increases by 1, and your deflect value increases by 1 (doesn't stack with armor). Additionally, you can jump horizontally up to your movement, or vertically up to half that, without requiring an Athletics test.
◆ **Workform** (gravitationspren): Your Willpower increases by 1, and you ignore the effects of the Exhausted condition. Additionally, you can disguise yourself as a "parshman" in human societies, though getting caught doing anything suspicious can out you.

STORMLIGHT™ CAMPAIGN SETTING

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CHARACTER APPEARANCE

ARMOR & EQUIPMENT

Leather armor (Deflect 1) - *Presentable: This armor doesn't impose a disadvantage on tests in non-military conversation scenes.*

Knife
Sling

Underworld Kit
- Backpack
- Common Clothing
- Bottle of Horneater white (alcohol)
- 50 feet of rope
- Flask of oil
- 5 days' worth of street food
- Crowbar: *Use to gain an advantage on Athletics tests where the crowbar's leverage can be applied.*
- Lockpick: *Use to gain advantage on Thievery tests made to pick a lock.*
- Flint and steel: ► *to light substantial fuel within reach.*
- Lantern (oil): *Light in 30-foot radius.*

MARKS 11

PURPOSE

OBSTACLE

GOALS

_____ ○○○
_____ ○○○
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_____ ○○○

OTHER TALENTS & ABILITIES

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Stealth and 1 rank in Perception (increasing the modifiers by 1)
- The Plausible Excuse talent

NOTES

Humans easily mistake **workform listeners** for the "parshmen" long exploited and enslaved by Roshar's humans. A listener can use this to their advantage by going undercover in workform, gathering intelligence while suppressing their sorrowfulindignation. Alone in a new place, they watch others who look like them toil endlessly, confined to slaveform. Some humans try to be charitable, yet spurn and belittle out of ignorance. More often, workform listeners find suspicion and contempt exaggeratedly furrowing the thin carapace of human faces. Keeping careful watch, the listeners eagerly await the day they can claim their freedom, assert their individuality, and exact justice for their people.

CONNECTIONS